




Defensive and Competitive Bidding
Overcalls (Style; Responses; Reopening)
1-level: Light, 2-level: Sound. Responses: 1- and 2-level F1 if next hand pass, 2-level constructive if next hand bids, jumps are fit jump, jump in opener's suit is Splinter, double jumps are Splinter, Cue-bid is a Good raise in overcaller's suit. 2NT is frequently "Good/Bad" from opener. After 1M overcall, 2NT in competition is 4c raise INV+
1 NT overcall (2ND/4TH; Responses; Reopening)
15-18 hp 2cl = stayman, invite 2d = stayman, gameforcing
Jump Overcalls (Style; Responses; Unusual NT)
Jump bid 2h or sp shows 6 c and weak Jump to 3cl/d look at vul ! overcall opening bid = highest + 1 suit 2nt = 2 lowest suits
Direct and Jump Cue Bids (Style; Responses)
overcall opening bid = highest + 1 suit 2nt = 2 lowest suits
VS. NT (vs. Strong/Weak; Reopen: PH)
2cl = d, or both major 2d = h, or sp + 1 minor 2h = h + 1 minor 2sp = sp
VS. Preempts (Doubles; Cue bids; Jumps; NT bids)
Dbl is 13 hp+ with both majors (if 3cl/d opening) suitbid is 10-15hp, with stronger hand we usually dbl overcall is michaels (after 2h/sp) or both major (after 3cl/d)
VS. Artificial Strong Openings
Against strong 1cl or 2cl ,we use same as vs. NT, but instead of 2cl that shows d or both minor, we use dbl that shows the same
Over Opponents' take out double
Bidding 1.level always forcing, new suit at second level are own suit and max 11 hp, Rdbl = 10hp+ and often short in pd's suit

Leads and Signals			
Opening Leads Style			
	Lead	In Partner's Suit	
Suit	3 rd -5 th	same	
NT	3 rd -5 th	same	
Subseq			
Leads			
Lead	Vs. Suit	Vs. NT	
Ace	AK/AKx/AKxx(x)	AK/AKx/AKxx(x)	
King	KQ/KQJ(x)/KQT(x)	KQ/KQJ(x)/KQT(x)	
Queen	AQJ(x)/QJ(x)/QJT(x)	AQJ(x)/QJ(x)/QJT(x)	
Jack	HJT(x)/JT(x)	HJT(x)/JT(x)	
10	HT9x/AQT(x)/T9x	HT9x/AQT(x)/T9x	
9	H9x/9xx/T9	H9x/9xx/T9	
X	Hxxx/HT9x/xxxx(x)	Hxxx/HT9x/xxxx(x)	
Signals in order of priority			
	Partners lead	Declarer	Discarding
Suit:	Strength	Lavinthal	Lavinthal
2 nd	Lavinthal	Strength	
3 rd			Strength
NT:	Strength	Strength	Lavinthal
2 nd		lavinthal	Weakness
3 rd			
Signals (including Trump's): low card from both hands like the lead, low card is enc. on pd's honorlead			
Doubles			
Takeout Doubles (Style; Responses; Reopening)			
11 hp + and 4-4 in both major, or 4 card in opposite major, after passed hand down to 8 hp... depends on vul			
Special, Art and Comp Dbl/Rdbl's			
Responsive dbl >3d, support dbl > 2h			

	System	
WBF	Card	
		
System:	Green	
Players	Johnny Holmbakken	NBF member # 4324
	Bjørn Buer	NBF member # 11627
Norway Seniors - European Championships 2012		
System Summary		
General Approach and Style		
4-4-4-4 (14)15-17 NT		
Special bids that may require defence		
Special forcing pass sequences		
After we have bid game, and after pd's opening bid.... we use high/low dbl through 2sp		
Important notes that don't fit		
If opps dbl 1nt, we use a convention called Nillands P= ask ford, =strong or c/h or d/s. RD=onesuiter, weak, 2x= suit + next		
Psychics		
Rare		

Opening	Art	Min.#	high/low	Description	Responses	Subsequent Auction	Passed Hand Bidding
1♣	11-23	4	2sp		1nt=6-10hp, 2cl=10hp+, 2d=5-5major and 0-5 hp, 2h/sp= sign off, 3cl=6-9 hp. Minisplinter	1cl -1x -1major = 4cl and 4card major, 11-19hp	
1♦	11-23	4	2sp		1nt=6-9hp, 2d=10hp+, 2h/sp=sign off, 3d=6-9 hp.Minisplinter	1d-1x-1nt= 12-14	
1♥	11-19	4	2sp		2h=6-9hp with support and 9 losers, 2sp/3cl/3d=minisplinter with max 8 losers, 2nt=support with max 8 losers, 3h = pre	Jump=16+	2cl = 3h and 8 -11hp 2d = 4h and 8 -11 hp 2h = 4-7 hp and h support
1♠	11-19	4	2sp		2sp=6-9hp with support and 9 losers, 3cl/3d/3h=minisplinter with max 8 losers, 2nt=support with max 8 losers, 3sp = pre	Jump=16+	2cl = 3sp and 8-11 hp 2d = 4sp and 8-11 hp 2sp = 4-7 hp and sp support
1 NT	15-17				2cl=weak stayman, 2d=forcing stayman, 2h/2sp/3cl/3d is for play		Same answer as non passed hand
2♣	19+				2d=weak bid, 2h/2sp/2nt pos and good suit	2cl-2d – 2h/sp-3cl = second negative	Same answer as non passed hand
2♦	6-9	6		At least 6 in any majorsuit	2h= pass or correct 2sp= invite if h, 2nt=asking	2nt = 23-23 NT 3c=maks and H, 3 d=maks and s, 3h=min and h, 3 s= min and s	Same answer as non passed hand
2♥	6-9	5		5 heart + 4+ in a majorsuit	2nt = ask for second suit		
2♠	6-9	5		5 spade + 4+ in a minorsuit	2nt = ask for second suit		
2 NT	6-10			5+ in both minors	3 h = only forcing bid	Slam Conventions	
3x	5-9	6m 7M			Always 2 of the 4highest in 1. and 2. seat New suit always forcing !	Rkcb 0314 , splinter, dopi, ropi, exclusion blw	
3NT	9-12	7	Chance with one long good minor	4cl = sign off in the minorsuit 4d = slam interest and asks for cuebid			
4♣,♦			Pre, look at vul				
4♥,♠			Pre, look at vul				
4NT			Asks for spec. ace				